

ABSTRACT OF THE DISCLOSURE

A game apparatus displays a world map, determines an arbitrary location within the displayed world map according to externally input operating information, obtains a terrain data set beforehand for the position determined within the world map and correlates a field map with the position determined within the world map. The game apparatus also obtains character data correlated with the field map that has been correlated with the position determined within the world map, and corrects the obtained character data based on the obtained terrain data. Thus, the field map and the enemy characters appearing in the field map are changed according to how the player plays the game.